How to play

As you walk Dizzy around, he will be prevented from adventuring further by various puzzles. You can solve these puzzles by using the objects found along the way. To pick an object up stand Dizzy over it and press the B button. Dizzy can only hold 3 objects at a time. To take a better look at them press SELECT.

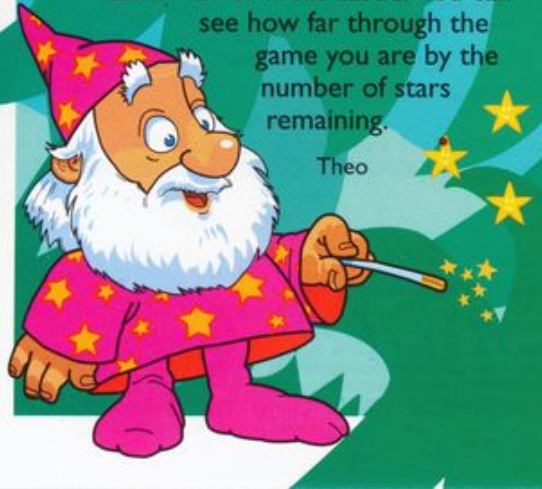
To solve a puzzle, find the correct object and put it in the correct place, eg. put the key down over the door to unlock it.

Life force & damage

Dizzy starts his adventure with three lives. Along the way he will meet evil creatures or dangerous situations which may kill him immediately or increase his damage. Damage can be reduced by eating fruit. Bonus lives can be won by solving Theo's Magic Sliding Puzzle.

250 magic stars

Around the map you will be able to find and collect 250 Magic Stars. You must collect them all to enter Zaks' Tower in his castle. You can see how far through the game you are by the number of stars remaining.



Theo

An example problem

Just next to Dizzy's hut, you can find a Large Plank of Wood. If you take this to the pit of spikes below and put it down, it will create a bridge and Dizzy can then cross.

How to play Theo's magic sliding puzzle

To win an extra life you must slide all the blocks into their correct position before the egg-timer runs out!

You can move the flashing square by using UP, DOWN, LEFT or RIGHT on your control pad. Hold the A Button down at the same time as a direction to swap the block you are over to the adjacent square.

How to use the rope

Dizzy can only use the Rope when there is a hook above the gap to jump over. Put Dizzy in a good position to start his swing whilst holding the rope and then use it by pushing the B Button. To jump off the rope whilst swinging press Button A.

The story so far...

Before the arrival of Zaks, the land of the Yolkfolk was a peaceful and safe place, full of gentle and wonderful creatures.

The Yolkfolk were the friendliest and most curious of all the creatures. They were charming,

The Fantastic Adventures of Dizzy

Daisy has been captured by the evil wizard Zaks.
Only Dizzy is brave and clever enough to rescue her from a terrible fate.
Leaving the safety of the Yolkfolk village, Dizzy sets out on his quest.

Grand Dizzy

CONTROLLER

LEFT	Move Left
RIGHT	Move Right
START	Start/Pause
SELECT	Examine
A-Button	Jump (use for diagonal)
B-Button	Pick up/Drop Go through

and had oval shaped bodies, with hard "eggs-terior" shells. They were distinguishable from the other creatures because they wore bright red gloves and boots, and lived high in the trees in treehouses.

They spent their days exploring the forest and mining diamonds from the mines. They traded these with the trolls in the local town of Keldor. This had been the routine for as long as any one could remember.... that is until that fateful day when a dark stranger came to the land.

He wore a long black cloak, over his stumpy body, and a pointed hat which shaded his glowing eyes.

Adventures of DIZZY™

y the Evil Wizard Zaks.
ver enough to rescue her
ible fate.
e Yolkfolk's treehouse
his greatest adventure!

NG DIZZY

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Objects Held
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h doors

The stranger's name was Wizard Zaks. He set himself up in the castle of Keldor and summoned the head of the Yolkfolk.
Grand Dizzy went to the castle to explain their terms of trading with the diamonds. He was greeted by the trolls, clad in armour and carrying axes.
"Welcome, I am the great Wizard Zaks", these words came more as a warning than a greeting.
Grand Dizzy introduced himself as leader of the Yolkfolk and said that he had come as a friend.
Wizard Zaks had different ideas and shouted "Seize him guards, now we'll see how many diamonds your life is worth!" The guards rushed to block Grand Dizzy as he tried to escape, but he cunningly somersaulted clean over their heads. As he got close to the door he could hear Zaks shouting "You'll regret this, I shall make you all pay!"
From that day forth the Yolkfolk lived in fear of Zaks and of his great cloud castle and its evil powers.
And then one day when the younger Yolkfolk were out in the forest eggs-ploring...
Dizzy, the eldest, stopped and waited

for his sleepy friends. He remembered the words of Grand Dizzy as he left the village, "Don't go too far now and be sure to be back before dark."

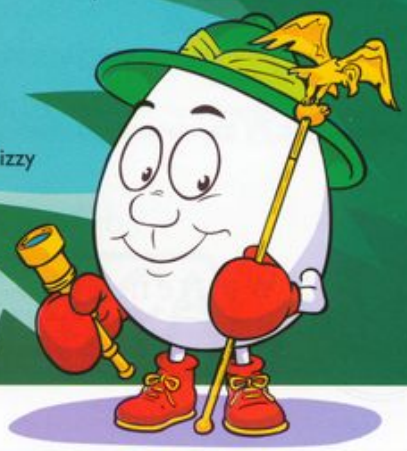
Shamus

Dylan stopped to smell a large yellow flower. "Hey man! Lets rest a while and let the others catch up!"
"Yo dudes, check it out! This is one happening place!" joked Denzil as he adjusted his shades.
Dora sighed as she dropped the heavy picnic basket that she had been carrying and rubbing her stomach suggested that maybe it was time for dinner.
Dizzy agreed, "But," he said "we mustn't stop for too long or we shall never find the dragons cave before dark!"
"Eggs-cellent", exclaimed Denzil looking at the river, "if only I'd brought my flippers."
"Oh!" squealed Dora as a frog hopped up the bank past her, "how ugly!"
"It's lovely man," said Dylan.
"Well I certainly don't think so." finished Dora.
Suddenly the sky turned dark and cold and a threatening shadow loomed over them.
"Dizzy I'm scared" cried Dora.
"Me too," said Daisy as she caught hold of Dizzy's hand, "Let's go home."
And with that the young Yolkfolk turned and began to walk back through the forest. They hadn't got very far when a very large black bird swooped down from out of the sky and lifted Daisy clean up into the air.
"Ahh!" she screamed, "Help me. Help me. "Help....." as her voice faded into the distance.
Dizzy charged after the bird waving his arms frantically in the air, hoping to grab hold of its leg. But alas, the bird was already too high and was flying much faster than Dizzy could run. Before he knew it Dizzy stumbled head first and tumbled down the open mouth of a disused mine shaft.
In the dark he slowly got his bearings and although he was feeling slightly dazed began to realise what had happened.
The Evil Wizard Zaks had captured Daisy and unleashed his most awesome spell ever. All that had been good and kind was now turned to evil.
The next day, Dizzy awoke startled, because he hadn't meant to fall asleep. He got to his feet rather quickly and scrambled up the mine shaft entrance and ran as fast as he could towards the Yolkfolk village.
"Where was everybody?", Dizzy thought. He searched high and low, the only friend he could find was Grand Dizzy.
"It's Zaks, he's got everyone", he gasped. "Thank goodness you're here, you're our only hope now Dizzy!"

GO! DIZZY! GO!

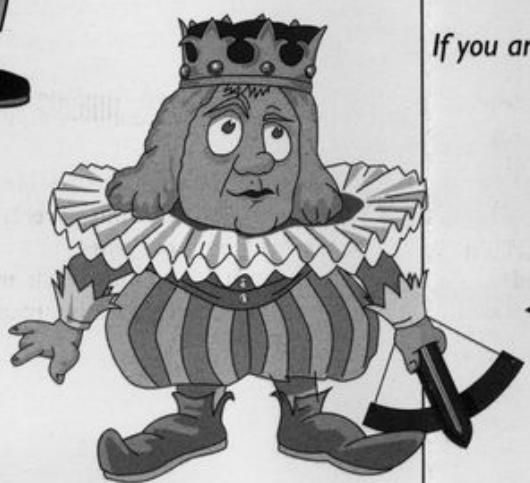
Hints & Tips

- Theo the Good Wizard. Complete his Magic puzzle for an extra life!
- Shamus the Leprechaun. He'll be needing his gold!
- The Shopkeeper. You'll have to meet his price!
- Prince Clumsy. Searching for love, in all the wrong places!
- Blackheart the Pirate. Can be bribed, but never trusted!



Dizzy

THE SHOPKEEPER



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Phone the Codemasters' Helpline for Hints and Tips that will help you play Fantastic Adventures of Dizzy™

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POGIE

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We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.
DO NOT touch the connectors or get them wet or dirty.
DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.
DO NOT store the game in places that are very hot or very cold.
DO NOT hit it or drop it or attempt to take it apart.
DO NOT use on a FRONT OR REAR PROJECTOR TV.Projection TVs can be permanently damaged by displaying stationary screens or
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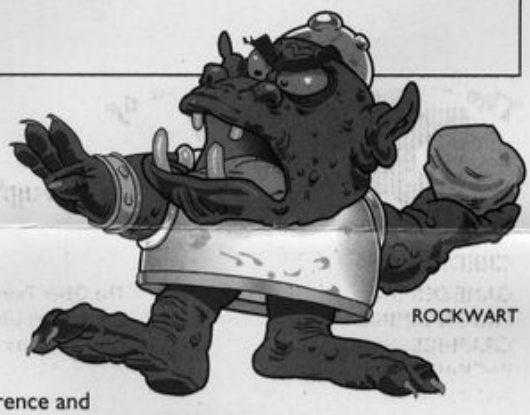

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1. This device may not cause harmful interference and
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This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
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